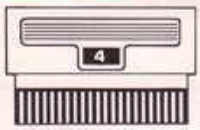
W.I.N. . . . Find the parts you need to complete your Words, Images, and Numbers . . .

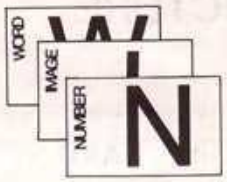
But be careful, another player may need the parts you cannot use. (For 2 to 4 players)

GAME AIDS



Game Card No. 4

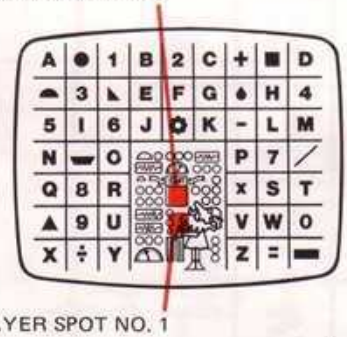
W.I.N. Overlay



W.I.N. Card Deck

W.I.N. Slates

W.I.N. Markers



A

Set Up

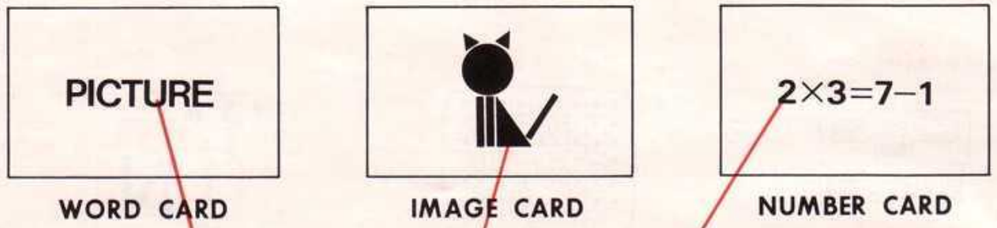
1. Insert Game Card No. 4 into the Master Control Unit and press the Reset button on Player Control Unit No. 2.
2. Place the W.I.N. overlay on the screen.
3. Position Player Spot No. 2 on the Start Square and position Player Spot No. 1 just under the "Start Square" **(See Illustration A).**
4. Put Player Control Unit No. 1 aside as it will not be used during the game.
5. Separate the W.I.N. Card Deck into three piles; Word cards, Number cards, and Image cards. Shuffle each pile and then place the piles face down convenient to all the players.
6. Give each player a W.I.N. Slate and a W.I.N. Marker. (Note: To avoid damaging the Slates, use only the Markers supplied.)

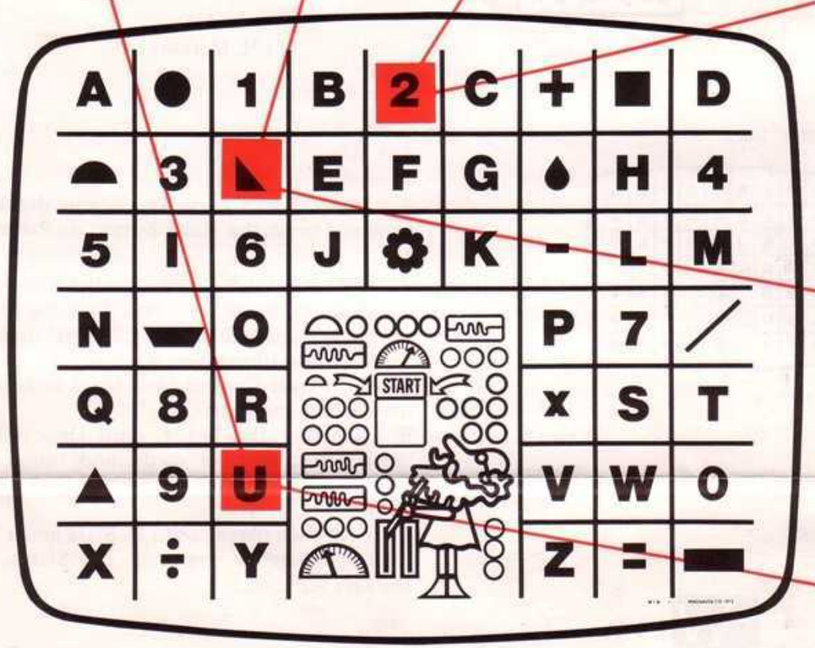
B

Play

The object of the game is to collect five W.I.N. cards, (two Number, two Word, and one Image) and arrange them as shown in **Illustration B.** The first player to do so is the "W.I.N.ner".

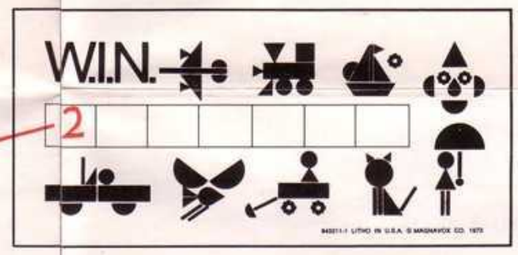
examples:



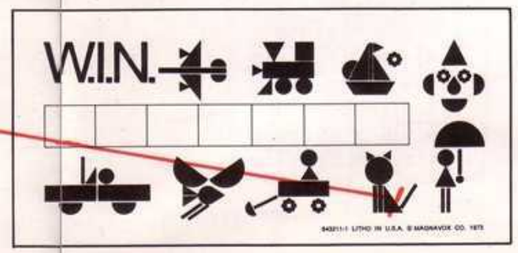


MARKING W.I.N. SLATE

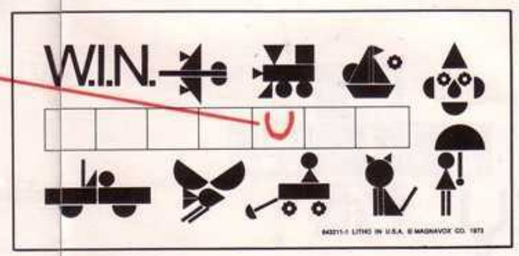
C



SCORING NUMBER OBJECTIVE



SCORING IMAGE OBJECTIVE



SCORING WORD OBJECTIVE

The players should determine the order of play and then, in turn, draw the top card from any of the three piles and lay that card face up in front of themselves. Then the player who has the first turn should take Player Control Unit No. 2 and move the Vertical Control just enough to cause Player Spot No. 2 to extinguish. The player should then use the Vertical and Horizontal controls to move the now invisible spot to one of the elements of the objective on his W.I.N. card. When the player thinks he has the spot in the correct position, he says "I am on the . . . . . ", and then presses the Reset Button to cause the spot to appear.

If the spot is completely in the square called out, then the player may mark that element on his slate. (If his card is for an Image, then he should draw a line through the correct part of the Image on the slate). **(See Illustration C).**

If the spot is not completely in the square called out, then **all** the players may use that element, as well as the elements in any other squares the spot is in if they need those elements in their objective.

If the spot is not in any square or is off the screen, the player moves the spot back to the "Start Square" and takes his turn again.

When all the players have marked their slates, the next player takes his turn using the same procedure. When a player has completed the entire word, image or number equation card, he turns that card face down and then draws another card. The slate must be erased before attempting each new card. Play continues until one player has completed his five objective cards, and has them arranged as in Illustration B to win the game.

If two players should complete their fifth objective card at the same time, they should each draw one more card with different types of objectives and continue playing until one player completes the sixth card to win the game.

Judging The Location of The Spot: Since it is possible for the spot to be on a border of a square and a question may exist on whether or not the spot is in that square, the player moving the spot should decide what elements can be used on his turn. He must be fair and if there is any doubt he should say the spot is not in the square in question.

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